COMPUTER SCIENCE
PAPER - I
COMPUTER HARDWARE
(Paper Code - 0855)

Duration 3 hours   Max.Marks 50

AIM - The emphasis in on the desing concepts & organisational details of the common PC, leauing the complicated electronics of the system of the computer Engineers.

OBJECT OF THE COURSE -

1. To introduce the overall organisation of the microcomputers.

2. To introduce the common peripheral devices used in computers.

3. To introduce the hardware components, use of micro processor and function of various chips used in microcomputer.

N.B. : Since the computer organisation study is very vast & complicated, so the study is restricted to only the description and understanding part, fence the paper setter is requested to keep this important factor in mind.

UNIT-I   CLASSIFICATION AND ORGANIZATION OF COMPUTERS

Digital and analog computers and its evolution. Major components of digital computers; Memory addressing capability of CPU; word length and processing speed of computes. Microprocessors single chip microcomputers; large and small computers. Users interface Hardware software and firmware. multi programming multi user system. Dumb smart and intelligent terminals computer network and multi processing, LAN parallel processing. Flinn's classification of computers. Computer flow and data flow computers.

UNIT-II   CENTRAL PROCESSING UNIT.

CPU organization, ALU control unit registers. Instructions for INTEL 8085, Instruction word size, Various addressing mode interrupts and exceptions, some special Control signals and I/O devices. Instruction cycle fetch and execute operation, time Diagram, data flow.

UNIT-III   MEMORY OF COMPUTERS.

Main memory secondary memory, backup memory, cache memory; real and virtual Memory Semiconductor memory. Memory controller and magnetic memory; RAM; disks, optical disks Magnetic bubble memory; DASD, destructive and non destructive. readout. Program of data Memory and MMU.

UNIT-IV   I/O DEVICES.

I/O devices of micro controller; processors. I/O devices, printer, plotter, other out put devices, I/O port serial data transfer scheme, Micro controller, signal processor, I/O processor I/O processor arithmetic processor.

UNIT-V   SYSTEM SOFTWARE AND PROGRAMMING TECHNIQUE.

ML, AL, HLL, stac subroutine debugging of programs macro, micro programming, Program Design, software development, flow & chart multi programming, multiuser, multi tasking Protection, operating system and utility program, application package.

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RECOMMENDED BOOKS :

1. Computer Fundamentals : Architecture and Organization - By B.Ram (Wilwy Eastern Ltd.)
2. Computers Today   - By Donal H. Sanders
3. Computers Fundamental   - By Rajaraman.
4. IBM PC - XT Clones   - By Govinda Rajalu

PAPER - II
SOFTWARE
(Paper Code - 0856)

AIM - Introduction to the web-language-HTML & problem solving throgh the concept of object oriented programming.

OBJECT OF THE COURSE -

1. To introduce the internet & web related technology & learn the intricacies of web-page designing using HTML.
2. To introduce the object oriented programming concept using C++ language.
3. To introduce the problem solving methodology using the C++ programming features.

N.B. : Examiners are requested to prepare unit-wise Questions papers.

UNIT-I   HTML BASICS & WEB SITE DESIGN PRINCIPLES

Concept of a Web Site, Web Standards, What is HTML? HTML Versions, Naming Scheme for HTML Documents , HTML document/file, HTML Editor , Explanation of the Structure of the homepage , Elements in HTML Documents ,HTML Tags, Basic HTML Tags, Comment tag in HTML, Viewing the Source of a web page, How to download the web page source? XHTML, CSS, Extensible Markup Language (XML), Extensible Style sheet language (XSL), Some tips for designing web pages, HTML Document Structure. HTML Document Structure-Head Section, Illustration of Document Structure,<BASE> Element,<ISINDEX> Element,<LINK> Element ,META, <TITLE> Element,<SCRIPT> Element ,Practical Applications, HTML Document Structure-Body Section:-Body elements and its attributes: Background; Background Color; Text; Link; Active Link (ALINK); Visited Link (VLINK); Left margin; Top margin, Organization of Elements in the BODY of the document: Text Block Elements; Text Emphasis Elements; Special Elements — Hypertext Anchors; Character-Level Elements; Character References ,Text Block Elements: HR (Horizontal Line); Hn (Headings) ; P (Paragraph); Lists; ADDRESS ; BLOCKQUOTE; TABLE; DIV (HTML 3.2 and up) ; PRE (Preformatted); FORM ,Text Emphasis Elements, Special Elements — Hypertext Anchors ,Character-Level Elements: line breaks (BR) and Images (IMG), Lists , ADDRESS Element, BLOCKQUOTE Element, TABLE Element, COMMENTS in HTML ,CHARACTER Emphasis Modes, Logical & Physical Styles, Netscape, Microsoft and Advanced Standard Elements List, FONT, BASEFONT and CENTER.

UNIT-II   IMAGE, INTERNAL AND EXTERNAL LINKING BETWEEN WEBPAGES

Netscape, Microsoft and Advanced Standard Elements List, FONT, BASEFONT and CENTER Insertion of images using the element IMG (Attributes: SRC (Source),

(Dr. A. K. Dwivedi) 11/6/18

(L.K.Gavel) 11/06/18

Hari Shankar Prasad Tande 11.06.18

Dr. Sanjay Kumar 11.06.2018

WIDTH, HEIGHT, ALT (Alternative), ALIGN),IMG (In-line Images) Element and Attributes; Illustrations of IMG Alignment, Image as Hypertext Anchor, Internal and External Linking between Web Pages Hypertext Anchors ,HREF in Anchors ,Links to a Particular Place in a Document ,NAME attribute in an Anchor ,Targeting NAME Anchors ,TITLE attribute, Practical IT Application Designing web pages links with each other, Designing Frames in HTML. Practical examples.

UNIT-III   INTRODUCTION TO OOP

Advantages of OOP, The Object Oriented Approach, Characteristics of object oriented languages- Object, Classes, Inheritance, Reusability, Polymorphism and C++.

Function: Function Declaration, Calling Function, Function Defines, Passing Argument to function, Passing Constant, Passing Value, Reference Argument, returning by reference, Inline Function, Function Overloading, Default Arguments in function.

UNIT-IV   OBJECT CLASSES AND INHERITANCE

Object and Class, Using the class, class constructor, class destructors, object as function argument ,copy constructor ,struct and classes , array as class member, Static Class Data, Static Member Functions, , Friend function, Friend class, operator overloading. Type of inheritance, Base class,   Derive class. Access Specifier: protected. Function Overriding,   member function, String, Template Function.

UNIT-V   POINTERS AND VIRTUAL FUNCTION

pointers: & and * operator pointer variables, .pointer to pointer, void pointer,pointer and array, pointer and function, pointer and string, memory management, new and delete, pointer to object, this pointer Virtual Function: Virtual Function, Virtual member function, accesses with pointer,pure virtual function

File and Stream: C++ streams, C++ Manipulators, Stream class, string I/O, char I/O, Object I/O, I/O with multiple object, Disk I/O,

RECOMMENDED BOOKS :

1.	Introduction to HTML	:	Kamlesh Agarwala, O.P.Vyas, Prateek A. Agrawala (Kitab Mahal Publication)
2.	Let us C++	:	Y. Kanetkar B.P.B Publication
3.	Programming in C++	:	E. Balaguruswami
4.	Mastering in C++	:	Venu Gopal
5.	Object Oriented Programming in C++	:	Lafore R, Galgotia Publications.

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